

Branching Networks I

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Principles of Complex Systems, Vols. 1, 2, & 3D
CSYS/MATH 300, 303, & 394, 2022-2023 | @pocsvox

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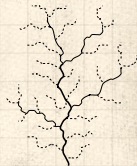
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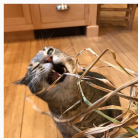
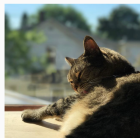
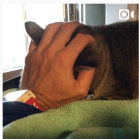
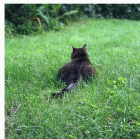
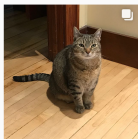
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 On Instagram at [pratchett_the_cat](https://www.instagram.com/pratchett_the_cat) 

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Branching networks are useful things:

 Fundamental to material **supply and collection**

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Branching networks are useful things:

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 **Supply:** From one source to many sinks in 2- or 3-d.

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Branching networks are useful things:

-  Fundamental to material **supply and collection**
-  **Supply:** From one source to many sinks in 2- or 3-d.
-  **Collection:** From many sources to one sink in 2- or 3-d.



Introduction





Branching networks are useful things:

-  Fundamental to material **supply and collection**
-  **Supply:** From one source to many sinks in 2- or 3-d.
-  **Collection:** From many sources to one sink in 2- or 3-d.
-  Typically observe hierarchical, recursive self-similar structure



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Branching networks are useful things:





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Examples:




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Examples:

-  River networks (our focus)





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-  Cardiovascular networks






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-  Plants







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Examples:

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-  Cardiovascular networks
-  Plants
-  Evolutionary trees








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Examples:

-  River networks (our focus)
-  Cardiovascular networks
-  Plants
-  Evolutionary trees
-  Organizations (only in theory ...)



Branching networks are everywhere ...

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HydroSHEDS

Amazon Basin

River network derived
from SRTM elevation data
at 500 m resolution



Only major
rivers and
streams are
visualized

River line width
proportional to
upstream basin area

0 500 1000

Kilometers



Branching networks are everywhere ...

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<http://en.wikipedia.org/wiki/Image:Applebox.JPG>



An early thought piece: Extension and Integration



"The Development of Drainage Systems: A Synoptic View"

Waldo S. Glock,

The Geographical Review, **21**, 475-482, 1931. [2]

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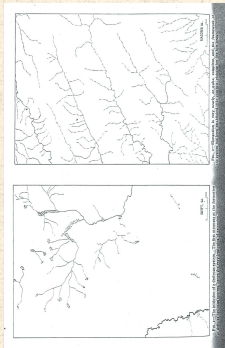
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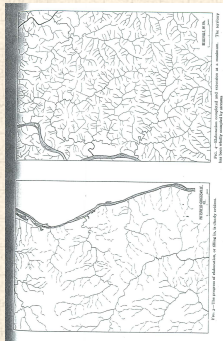
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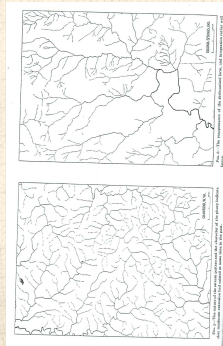
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Initiation,
Elongation



Elaboration,
Piracy.



Abstraction,
Absorption.



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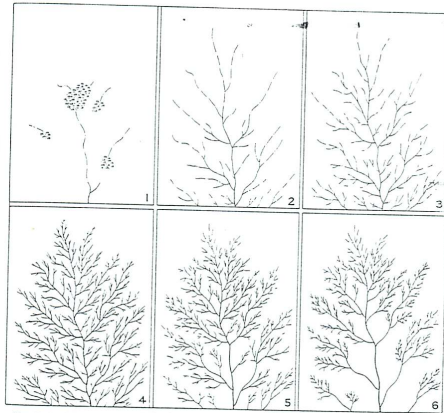


FIG. 8—An ideal diagrammatic summary of the development of a drainage system given for purposes of comparison only. The first four parts show extension, thus: 1, initiation; 2, elongation; 3, elaboration; and 4, maximum extension. Parts 5 and 6 represent steps during integration.

The sequential stages recognized in the evolution of a drainage system are “extension” and “integration”; the first, a stage of increasing complexity; the second, of simplification.



Shaw and Magnasco's beautiful erosion simulations



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Unpublished.



Though to be destroyed and lost.



The VHS.

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Geomorphological networks

Definitions

 **Drainage basin** for a point p is the complete region of land from which overland flow drains through p .

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Geomorphological networks

Definitions

-  **Drainage basin** for a point p is the complete region of land from which overland flow drains through p .
-  Definition most sensible for a point in a stream.

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Geomorphological networks

Definitions





-  **Drainage basin** for a point p is the complete region of land from which overland flow drains through p .
-  Definition most sensible for a point in a stream.
-  **Recursive structure:** Basins contain basins and so on.



Geomorphological networks

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Definitions

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-  In principle, a drainage basin is defined at every point on a landscape.

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-  On flat hillslopes, drainage basins are effectively linear.



Geomorphological networks

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Definitions

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-  We treat subsurface and surface flow as following the gradient of the surface.

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Definitions

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-  On flat hillslopes, drainage basins are effectively linear.
-  We treat subsurface and surface flow as following the gradient of the surface.
-  Okay for large-scale networks ...

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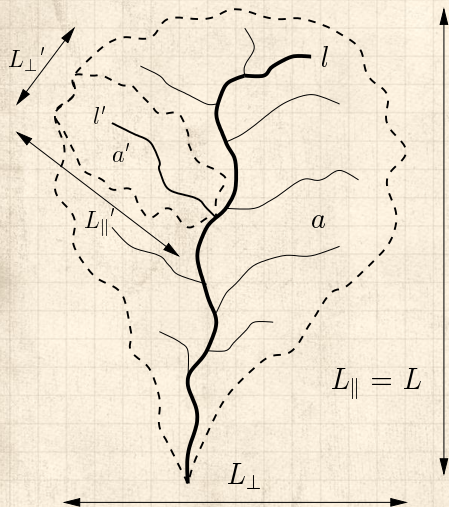
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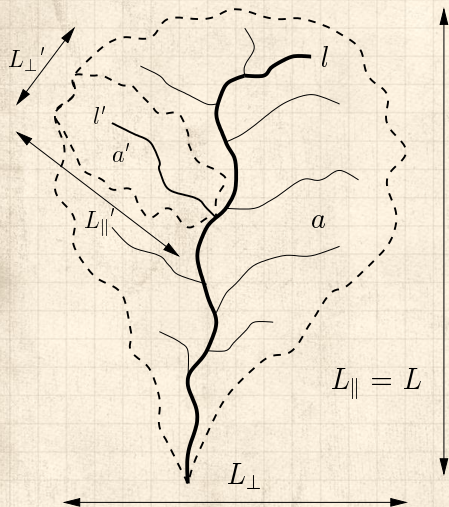
References




Basic basin quantities: a , l , L_{\parallel} , L_{\perp} :



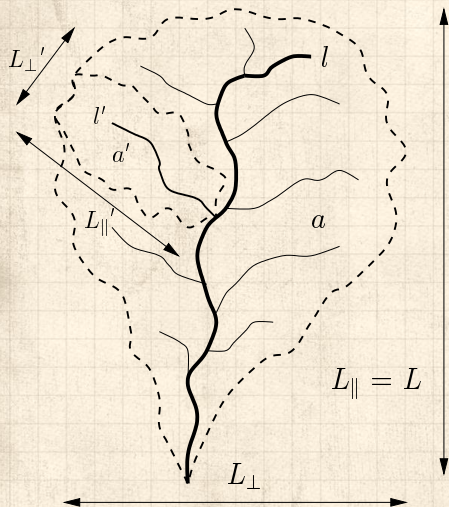
Basic basin quantities: a , l , L_{\parallel} , L_{\perp} :





 a = drainage
basin area



Basic basin quantities: a , l , L_{\parallel} , L_{\perp} :

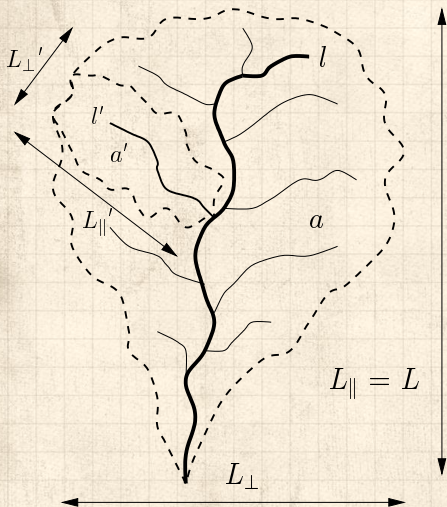


 a = drainage basin area

 l = length of longest (main) stream (which may be fractal)



Basic basin quantities: a , l , L_{\parallel} , L_{\perp} :



a = drainage basin area



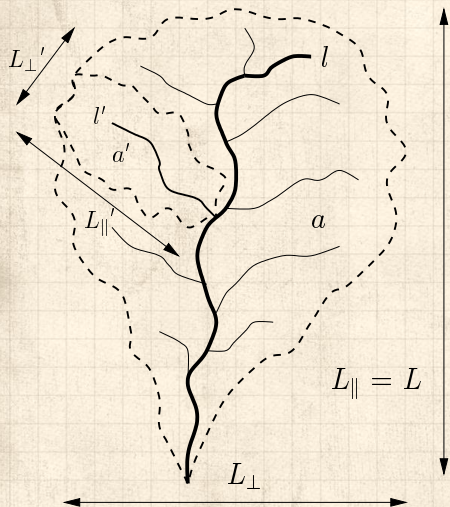
l = length of longest (main) stream (which may be fractal)






$L = L_{\parallel}$ = longitudinal length of basin




Basic basin quantities: a , l , L_{\parallel} , L_{\perp} :



-  a = drainage basin area
-  l = length of longest (main) stream (which may be fractal)

 $L = L_{\parallel} =$
longitudinal length of basin

 $L = L_{\perp} =$ width of basin



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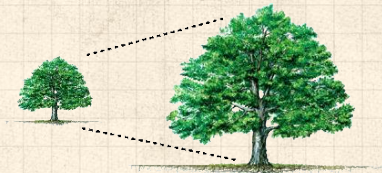
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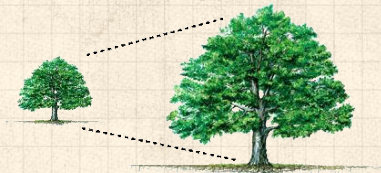
Isometry:
dimensions scale
linearly with each
other.



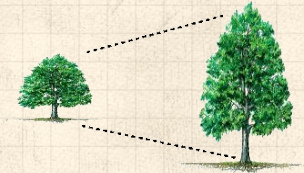
Allometry



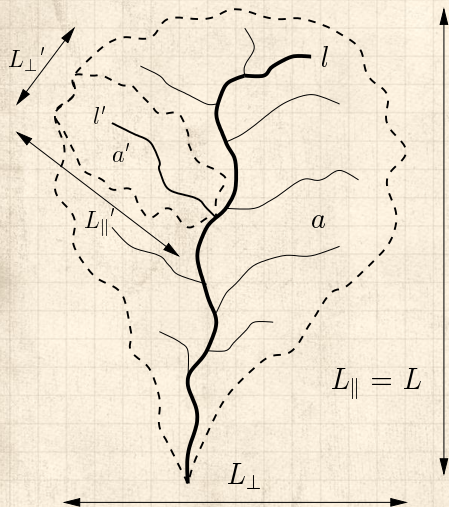
Isometry:
dimensions scale
linearly with each
other.



Allometry:
dimensions scale
nonlinearly.



Basin allometry



Allometric relationships:

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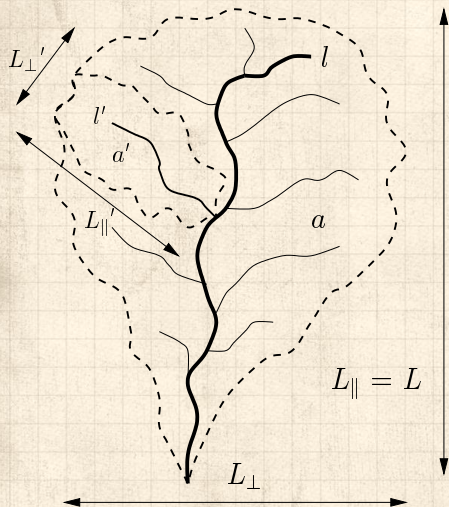
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Basin allometry



Allometric relationships:



$$l \propto a^h$$

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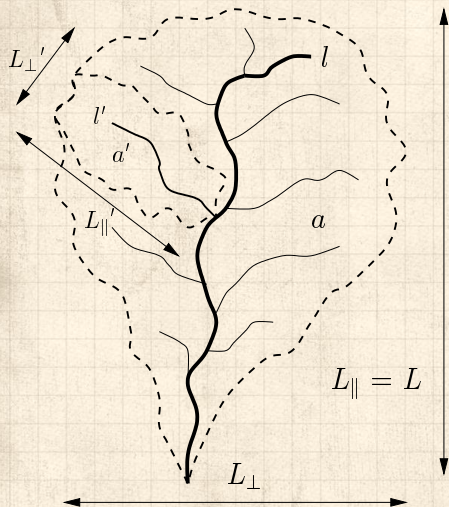
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$$l \propto a^h$$



$$l \propto L^d$$

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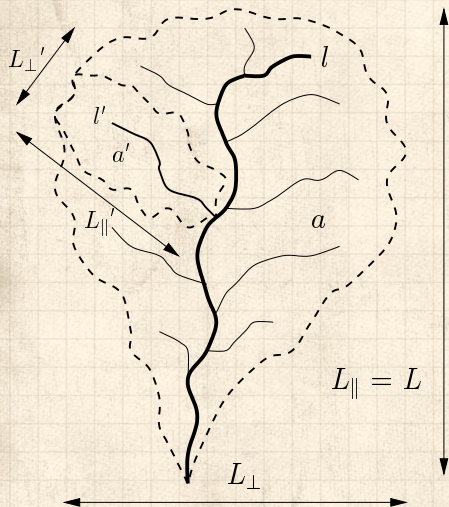
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Basin allometry



Allometric relationships:



$$l \propto a^h$$



$$l \propto L^d$$




Combine above:

$$a \propto L^{d/h} \equiv L^D$$




'Laws'

 Hack's law (1957)^[3]:

$$l \propto a^h$$


reportedly $0.5 < h < 0.7$

'Laws'

 Hack's law (1957) ^[3]:

$$l \propto a^h$$


reportedly $0.5 < h < 0.7$

 Scaling of main stream length with basin size:

$$l \propto L_{||}^d$$


reportedly $1.0 < d < 1.1$

'Laws'

 Hack's law (1957)^[3]:


$$\ell \propto a^h$$

reportedly $0.5 < h < 0.7$

 Scaling of main stream length with basin size:

$$\ell \propto L_{\parallel}^d$$

reportedly $1.0 < d < 1.1$

 Basin allometry:

$$L_{\parallel} \propto a^{h/d} \equiv a^{1/D}$$

$D < 2 \rightarrow$ basins elongate.

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There are a few more 'laws': [1]

Relation: Name or description:

$$T_k = T_1 (R_T)^{k-1}$$
$$\ell \sim L^d$$

Tokunaga's law
self-affinity of single channels

$$n_{\omega} / n_{\omega+1} = R_n$$
$$\ell_{\omega+1} / \ell_{\omega} = R_{\ell}$$

Horton's law of stream numbers
Horton's law of main stream lengths

$$\bar{a}_{\omega+1} / \bar{a}_{\omega} = R_a$$

Horton's law of basin areas

$$\bar{s}_{\omega+1} / \bar{s}_{\omega} = R_s$$
$$L_{\perp} \sim L^H$$

Horton's law of stream segment lengths
scaling of basin widths

$$P(a) \sim a^{-\tau}$$

probability of basin areas

$$P(\ell) \sim \ell^{-\gamma}$$

probability of stream lengths

$$\ell \sim a^h$$

Hack's law

$$a \sim L^D$$

scaling of basin areas

$$\Lambda \sim a^{\beta}$$

Langbein's law

$$\lambda \sim L^{\varphi}$$

variation of Langbein's law



Reported parameter values: [1]

Parameter:	Real networks:
R_n	3.0–5.0
R_a	3.0–6.0
$R_\ell = R_T$	1.5–3.0
T_1	1.0–1.5
d	1.1 ± 0.01
D	1.8 ± 0.1
h	0.50–0.70
τ	1.43 ± 0.05
γ	1.8 ± 0.1
H	0.75–0.80
β	0.50–0.70
φ	1.05 ± 0.05



Kind of a mess ...

Order of business:

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Order of business:

1. Find out how these relationships are connected.

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Order of business:

1. Find out how these relationships are connected.
2. Determine most fundamental description.



Kind of a mess ...

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Order of business:

1. Find out how these relationships are connected.
2. Determine most fundamental description.
3. Explain origins of these parameter values



Kind of a mess ...

Order of business:

1. Find out how these relationships are connected.
2. Determine most fundamental description.
3. Explain origins of these parameter values

For (3): **Many attempts: not yet sorted out ...**



 THE SURF OF REFLECTION	 THE HORN OF REFLECTION	 THE MAN OF MINE	 THE BALL OF CIRCLES	 THE ORDER OF REFRACTION	 THE ORDER OF TRANSMISSION	 THE ORDER OF KNOWLEDGE	 THE ORDER OF JUSTICE	 THE ORDER OF PHYSICS	 THE ORDER OF MATHS	 THE ORDER OF THE UNIVERSE	 THE ORDER OF THE ANCIENTS
 THE ORDER OF NATURE	 THE ORDER OF SOVEREIGNTY	 THE ORDER OF DRINKING	 THE ORDER OF GARDENING	 THE ORDER OF FEASTING	 THE ORDER OF READING	 THE ORDER OF ARCHITECTURE	 THE ORDER OF MATHS	 THE ORDER OF COSMOS	 THE ORDER OF AESTHETICS	 THE ORDER OF MECHANICS	 THE ORDER OF BOTANY
 THE ORDER OF MATHEMATICS	 THE ORDER OF GARDENING	 THE ORDER OF ARCHITECTURE	 THE ORDER OF AERONAUTICS	 THE ORDER OF METEOROLOGY	 THE ORDER OF GEOGRAPHY	 THE ORDER OF SCIENCE	 THE ORDER OF COSMOS	 THE ORDER OF BIOLOGY	 THE ORDER OF AESTHETICS	 THE ORDER OF HISTORY	 THE ORDER OF MICROBIOLOGY
 THE ORDER OF MECHANICS	 THE ORDER OF CHEMISTRY	 THE ORDER OF PSYCHOLOGY	 THE ORDER OF PHYSICS	 THE ORDER OF METALLURGY	 THE ORDER OF ANATOMY	 THE ORDER OF SCIENCE	 THE ORDER OF BOTANY	 THE ORDER OF CHEMISTRY	 THE ORDER OF TECHNOLOGY	 THE ORDER OF CRIMINOLOGY	 THE ORDER OF ENTERTAINMENT
 THE ORDER OF METEOROLOGY	 THE ORDER OF ENTOMOLOGY	 THE ORDER OF METEOROLOGY	 THE ORDER OF METROLOGY	 THE ORDER OF DEFENSE	 THE ORDER OF BOTANY	 THE ORDER OF OPTICS	 THE ORDER OF MYCOLOGY	 THE ORDER OF AQUARIUMS		 THE ORDER OF ENTOMOLOGY	
 THE ORDER OF BOTANY	 THE ORDER OF OPTICS	 THE ORDER OF HISTORY	 THE ORDER OF TIME	 THE ORDER OF DRINKING	 THE ORDER OF PSYCHOLOGY	 THE ORDER OF SCIENCE	 THE ORDER OF CHEMISTRY	 THE ORDER OF BOTANY	 THE ORDER OF SCIENCE	 THE ORDER OF COSMOS	 THE ORDER OF BOTANY
 THE ORDER OF MATHEMATICS	 THE ORDER OF ARCHITECTURE	 THE ORDER OF CHEMISTRY	 THE ORDER OF METEOROLOGY	 THE ORDER OF TIME	 THE ORDER OF HISTORY	 THE ORDER OF GEOMETRY	 THE ORDER OF ARCHITECTURE	 THE ORDER OF METEOROLOGY	 THE ORDER OF SCIENCE	 THE ORDER OF TIME	



Stream Ordering:

Method for describing network architecture:

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Method for describing network architecture:

 Introduced by Horton (1945)^[4]



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Method for describing network architecture:




 Introduced by Horton (1945)^[4]

 Modified by Strahler (1957)^[7]



Stream Ordering:

Method for describing network architecture:

-  Introduced by Horton (1945)^[4]
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-  Term: Horton-Strahler Stream Ordering^[5]



Stream Ordering:

Method for describing network architecture:

- Introduced by Horton (1945)^[4]
- Modified by Strahler (1957)^[7]
- Term: Horton-Strahler Stream Ordering^[5]
- Can be seen as **iterative trimming** of a network.



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Some definitions:

 A **channel head** is a point in landscape where flow becomes focused enough to form a stream.



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Some definitions:

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-  A **source stream** is defined as the stream that reaches from a channel head to a junction with another stream.



Stream Ordering:





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-  Roughly analogous to capillary vessels.



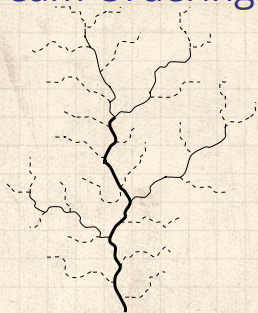
Stream Ordering:

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-  Roughly analogous to capillary vessels.
-  Use symbol $\omega = 1, 2, 3, \dots$ for stream order.



Stream Ordering:



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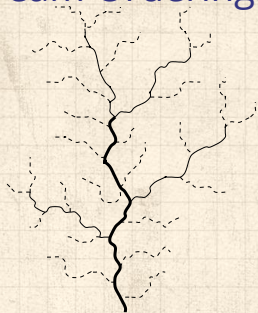
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Stream Ordering:



1. Label all **source streams** as **order $\omega = 1$** and remove.

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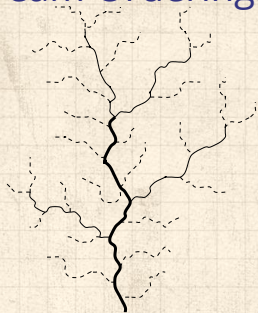
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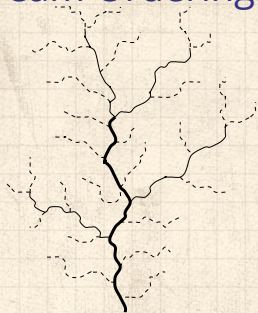
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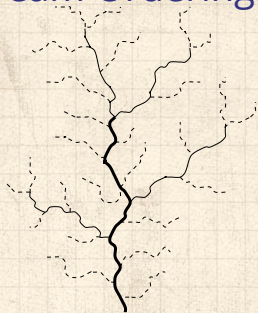
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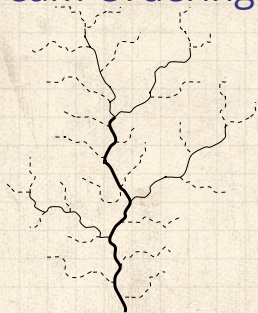
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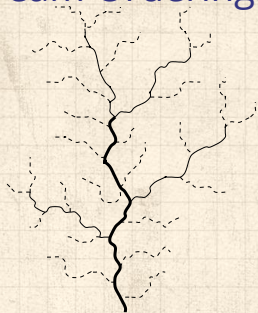
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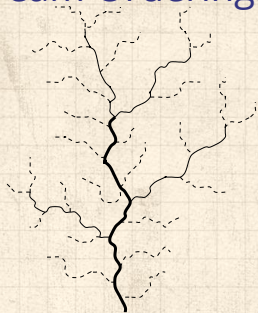
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4. Basin is said to be of the order of the last stream removed.



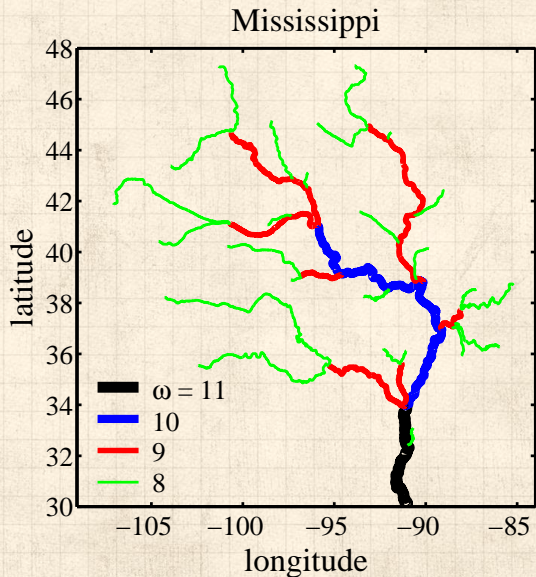
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3. Repeat until one stream is left (order = Ω)
4. Basin is said to be of the order of the last stream removed.
5. Example above is a basin of order $\Omega = 3$.



Stream Ordering—A large example:



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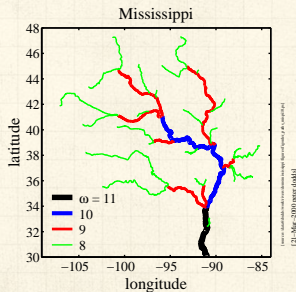
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 As before, label all **source streams** as **order $\omega = 1$** .

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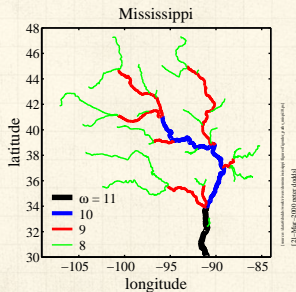
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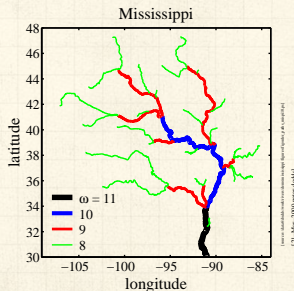
References



Stream Ordering:

Another way to define ordering:

- As before, label all **source streams** as **order $\omega = 1$** .
- Follow all labelled streams downstream



Stream Ordering:

Another way to define ordering:

- As before, label all **source streams** as **order $\omega = 1$** .
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- Whenever two streams of the same order (ω) meet, the resulting stream has order incremented by 1 ($\omega + 1$).

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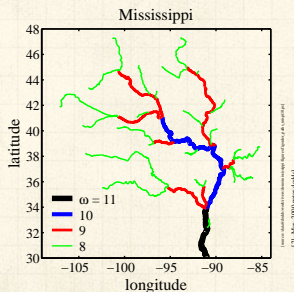
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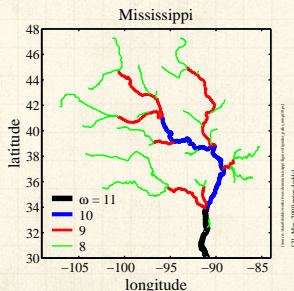
 Whenever two streams of the same order (ω) meet, the resulting stream has order incremented by 1 ($\omega + 1$).

 If streams of different orders ω_1 and ω_2 meet, then the resultant stream has order equal to the largest of the two.

 Simple rule:


$$\omega_3 = \max(\omega_1, \omega_2) + \delta_{\omega_1, \omega_2}$$

where δ is the Kronecker delta.



Stream Ordering:

One problem:

 Resolution of data messes with ordering

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Stream Ordering:

One problem:

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Stream Ordering:

One problem:

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Utility:

- Stream ordering helpfully discretizes a network.



Stream Ordering:

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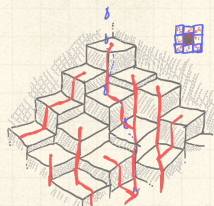
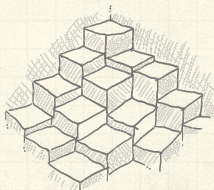
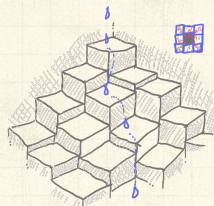
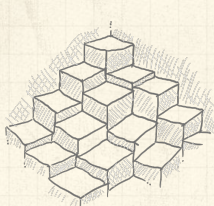
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- ...but relationships based on ordering appear to be robust to resolution changes.

Utility:

- Stream ordering helpfully discretizes a network.
- Goal: understand **network architecture**



Basic algorithm for extracting networks from Digital Elevation Models (DEMs):



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Also:

`/Users/dodds/work/rivers/1998dems/kevinlakewaster.c`

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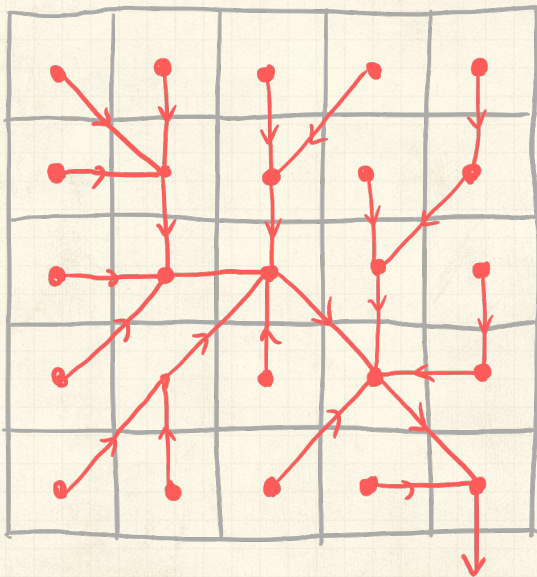
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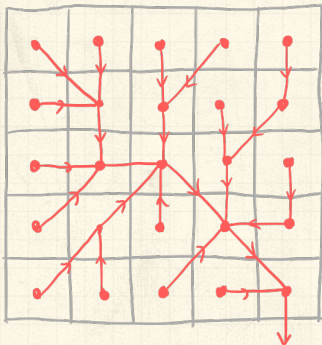
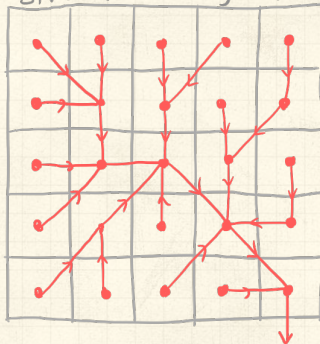
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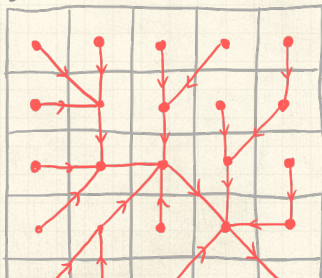


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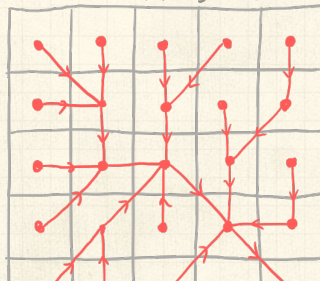
stream ordering w :



basin area a :




main stream length l :



Stream Ordering:

Resultant definitions:

 A basin of order Ω has n_ω streams (or sub-basins) of order ω .

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Stream Ordering:

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2. an order ω stream segment runs from the basin outlet up to the junction of two order $\omega - 1$ streams





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Self-similarity of river networks

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Self-similarity of river networks

 First quantified by Horton (1945)^[4], expanded by Schumm (1956)^[6]

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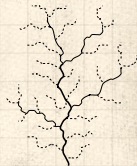
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Three laws:

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Horton's laws

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 Horton's law of stream numbers:

$$n_{\omega} / n_{\omega+1} = R_n > 1$$



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Horton's law of stream lengths:

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Horton's law of basin areas:

$$\bar{a}_{\omega+1} / \bar{a}_{\omega} = R_a > 1$$



Horton's laws

Horton's Ratios:

 So ...laws are defined by three ratios:

$$R_n, R_\ell, \text{ and } R_a.$$



Horton's laws

Horton's Ratios:

So ...laws are defined by three ratios:

$$R_n, R_\ell, \text{ and } R_a.$$

Horton's laws describe **exponential decay or growth**:

$$\begin{aligned}n_\omega &= n_{\omega-1}/R_n \\ &= n_{\omega-2}/R_n^2 \\ &\vdots \\ &= n_1/R_n^{\omega-1} \\ &= n_1 e^{-(\omega-1)\ln R_n}\end{aligned}$$



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Similar story for area and length:



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Similar story for area and length:



$$\bar{a}_\omega = \bar{a}_1 e^{(\omega-1)\ln R_a}$$



$$\bar{l}_\omega = \bar{l}_1 e^{(\omega-1)\ln R_\ell}$$



Horton's laws

Similar story for area and length:



$$\bar{a}_\omega = \bar{a}_1 e^{(\omega-1)\ln R_a}$$



$$\bar{l}_\omega = \bar{l}_1 e^{(\omega-1)\ln R_\ell}$$



As stream order increases, **number drops** and **area and length increase**.



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A few more things:



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A few more things:

 Horton's laws are laws of averages.



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A few more things:



Horton's laws are laws of averages.



Averaging for number is **across** basins.



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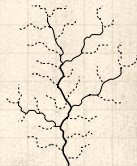
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A few more things:

-  Horton's laws are laws of averages.
-  Averaging for number is **across** basins.
-  Averaging for stream lengths and areas is **within** basins.



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A few more things:

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- 🧱 Horton's ratios go a long way to defining a branching network ...



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A few more things:

- 🧱 Horton's laws are laws of averages.
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- 🧱 Horton's ratios go a long way to defining a branching network ...
- 🧱 But we need one other piece of information ...



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A bonus law:


 Horton's law of stream segment lengths:

$$\bar{s}_{\omega+1}/\bar{s}_{\omega} = R_s > 1$$




Horton's laws

A bonus law:

 Horton's law of stream segment lengths:


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 Can show that $R_s = R_\ell$.






Horton's laws

A bonus law:

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 Can show that $R_s = R_{\ell}$.

 Insert question from assignment 1 



Horton's laws in the real world:

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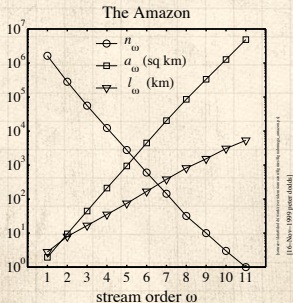
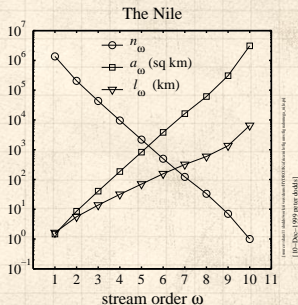
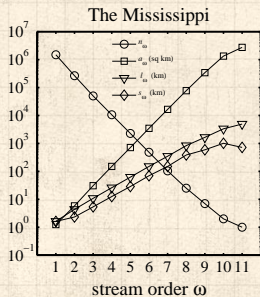
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Blood networks:



Horton's laws hold for sections of cardiovascular networks



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Blood networks:

 Horton's laws hold for sections of cardiovascular networks

 Measuring such networks is tricky and messy ...



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Blood networks:

- 🧱 Horton's laws hold for sections of cardiovascular networks
- 🧱 Measuring such networks is tricky and messy ...
- 🧱 Vessel diameters obey an analogous Horton's law.




Data from real blood networks

Network	R_n	R_r	R_ℓ	$-\frac{\ln R_r}{\ln R_n}$	$-\frac{\ln R_\ell}{\ln R_n}$	α
West <i>et al.</i>	-	-	-	1/2	1/3	3/4
rat (PAT)	2.76	1.58	1.60	0.45	0.46	0.73
cat (PAT) ^[11]	3.67	1.71	1.78	0.41	0.44	0.79
dog (PAT)	3.69	1.67	1.52	0.39	0.32	0.90
pig (LCX)	3.57	1.89	2.20	0.50	0.62	0.62
pig (RCA)	3.50	1.81	2.12	0.47	0.60	0.65
pig (LAD)	3.51	1.84	2.02	0.49	0.56	0.65
human (PAT)	3.03	1.60	1.49	0.42	0.36	0.83
human (PAT)	3.36	1.56	1.49	0.37	0.33	0.94



Horton's laws

Observations:

 Horton's ratios vary:

$$R_n \quad 3.0-5.0$$


$$R_a \quad 3.0-6.0$$

$$R_\ell \quad 1.5-3.0$$



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 No accepted explanation for these values.



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 Horton's laws tell us how quantities vary from level to level ...



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 No accepted explanation for these values.

 Horton's laws tell us how quantities vary from level to level ...

 ...but they don't explain how networks are structured.



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Delving deeper into network architecture:



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Delving deeper into network architecture:



Tokunaga (1968) identified a clearer picture of network structure [8, 9, 10]



Tokunaga's law

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 As per Horton-Strahler, use **stream ordering**.



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 Tokunaga (1968) identified a clearer picture of network structure [8, 9, 10]

 As per Horton-Strahler, use **stream ordering**.

 **Focus:** describe how streams of different orders connect to each other.



Tokunaga's law

Delving deeper into network architecture:

- 🧱 Tokunaga (1968) identified a clearer picture of network structure [8, 9, 10]
- 🧱 As per Horton-Strahler, use **stream ordering**.
- 🧱 **Focus:** describe how streams of different orders connect to each other.
- 🧱 Tokunaga's law is also a law of averages.



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Definition:

 $T_{\mu,\nu}$ = the average number of **side streams** of **order ν** that enter as tributaries to streams of **order μ**



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 $\mu, \nu = 1, 2, 3, \dots$



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 Recall each stream segment of order μ is 'generated' by two streams of order $\mu - 1$



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 Recall each stream segment of order μ is 'generated' by two streams of order $\mu - 1$

 These generating streams are not considered side streams.



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 Property 1: Scale independence—depends only on difference between orders:

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 Property 1: Scale independence—depends only on difference between orders:

$$T_{\mu,\nu} = T_{\mu-\nu}$$

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 Property 1: Scale independence—depends only on difference between orders:

$$T_{\mu,\nu} = T_{\mu-\nu}$$

 Property 2: Number of side streams grows exponentially with difference in orders:

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 Property 1: Scale independence—depends only on difference between orders:

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$$T_{\mu,\nu} = T_1(R_T)^{\mu-\nu-1}$$




Network Architecture


Tokunaga's law

 Property 1: Scale independence—depends only on difference between orders:

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$$T_{\mu,\nu} = T_1(R_T)^{\mu-\nu-1}$$

 We usually write Tokunaga's law as:

$$T_k = T_1(R_T)^{k-1} \quad \text{where } R_T \simeq 2$$



Tokunaga's law—an example:

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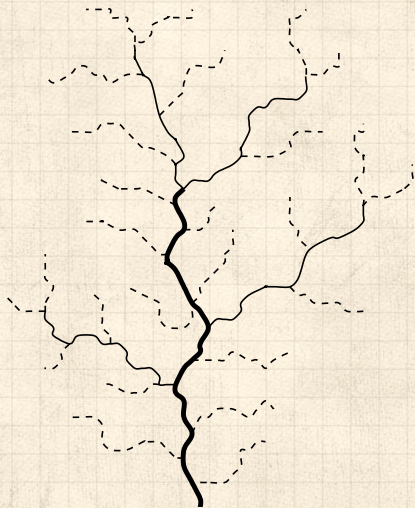
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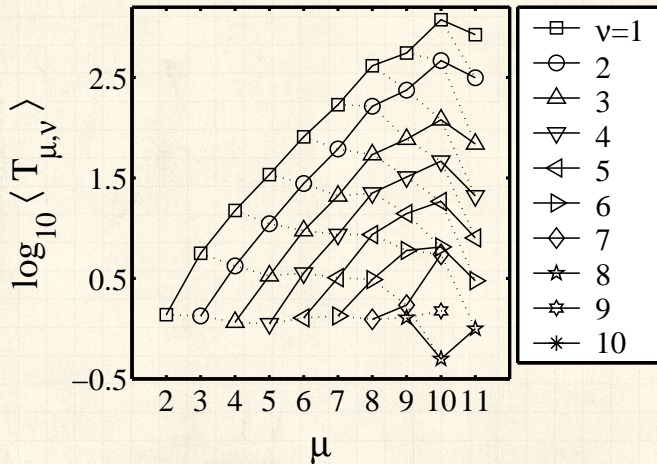
$$T_1 \simeq 2$$

$$R_T \simeq 4$$



The Mississippi

A Tokunaga graph:



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Nutshell:

 Branching networks show remarkable **self-similarity** over many scales.

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Nutshell:

- Branching networks show remarkable **self-similarity** over many scales.
- There are many interrelated scaling laws.

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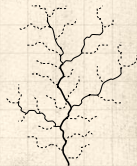
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- Branching networks show remarkable **self-similarity** over many scales.
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- Horton-Strahler **Stream ordering** gives one useful way of getting at the architecture of branching networks.



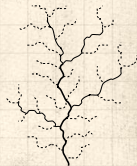
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Nutshell:

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- Branching networks exhibit a mixed hierarchical structure.



Nutshell:

- Branching networks show remarkable **self-similarity** over many scales.
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- Branching networks exhibit a mixed hierarchical structure.
- Horton and Tokunaga can be connected analytically.



Nutshell:

- Branching networks show remarkable **self-similarity** over many scales.
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- Horton's laws** reveal self-similarity.
- Horton's laws can be misinterpreted as suggesting a pure hierarchy.
- Tokunaga's laws** neatly describe network architecture.
- Branching networks exhibit a mixed hierarchical structure.
- Horton and Tokunaga can be connected analytically.
- Surprisingly:

$$R_n = \frac{(2 + R_T + T_1) + \sqrt{(2 + R_T + T_1)^2 - 8R_T}}{2}$$



Crafting landscapes—Far Lands or Bust



FAR LANDS OR BUST!

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Helloooo! My name is Kurt and I have a Let's Play series on [YouTube](#) where, since March 2011, I have been traveling on an expedition to reach the fabled Far Lands of Minecraft Beta 1.7.3, documenting every step of the way. Now featured in the [Guinness World Records 2016 Gamer's Edition!](#)

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670

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